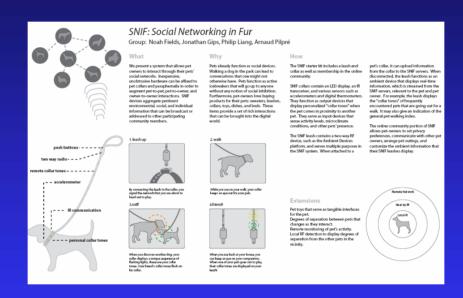
## From Disasters to WoW: Enabling Communities with Cyberinfrastructure



### **Noshir Contractor**

Professor, Departments of Speech Communication & Psychology Director, Age of Networks Initiative, Center for Advanced Study Director, Science of Networks in Communities - National Center for Supercomputing Applications



University of Illinois at Urbana-Champaign nosh@uiuc.edu







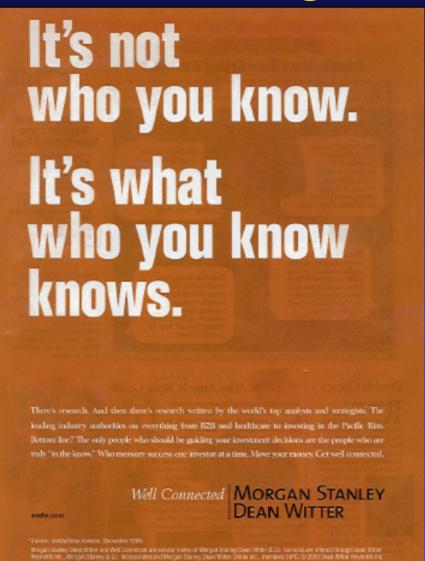
- 1. Turn on power & set MODE with MODE button. You can confirm the MODE you chose as the red indicator blinks.
- 2. Lamp blinks when (someone with) a Lovegety for the opposite sex set under the same MODE as yours comes near.
- 3. FIND lamp blinks when (someone with) a Lovegety for the opposite sex set under different mode from yours comes near. May try the other MODES to "GET" tuned with (him/her) if you like.

## Aphorisms about Networks

- Social Networks:
  - ◆ Its not what you know, its who you know.
- Cognitive Social Networks:
  - ◆ Its not who you know, its who they think you know.
- Knowledge Networks:
  - ◆ Its not who you know, its what they think you know.



## Cognitive Knowledge Networks



Source: Newsweek, December 2000



## INTERACTION NETWORKS



Non Human Agent to
Non Human Agent
Communication





Non Human Agent
(webbots, avatars, databases,
"push" technologies)
To Human Agent

Publishing to knowledge repository

Retrieving from knowledge repository



Human Agent to Human Agent Communication



Source: Contractor, 2001

## COGNITIVE KNOWLEDGE NETWORKS



Non Human Agent's Perception of Resources in a Non Human Agent





Human Agent's Perception of Provision of Resources in a Non Human Agent



Non Human Agent's
Perception of what a Human
Agent knows \*



Human Agent's Perception of What Another Human Agent Knows







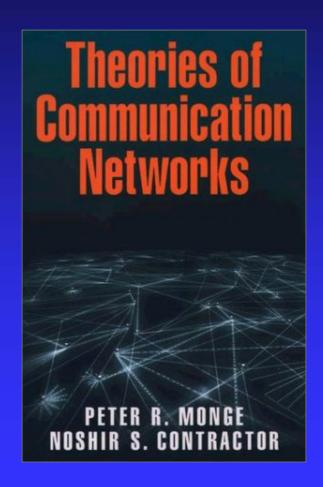
	Human A	Human B	Human C	Non Human Agent X	Non Human Agent Y
Human A	Hun	nan to Hum	an	Human to	Non
Human B	Inter	actions and eptions			iteractions
Human C					
Non Human Agent X	Non	Human to		Non Hur	nan to Non
Non Human Agent Y		an Interact		Human I and Perc	nteractions eptions



WHY DO WE CREATE. MAINTAIN. DISSOLVE, AND RECONSTITUTE OUR **COMMUNICATION AND** KNOWLEDGE NETWORKS?



Monge, P. R. & Contractor, N. S. (2003). Theories of Communication Networks. New York: Oxford University Press.





## Why do actors create, maintain, dissolve, and reconstitute network links?

- Theories of selfinterest
- Theories of social and resource exchange
- Theories of mutual interest and collective action

- Theories of contagion
- Theories of balance
- Theories of homophily
- Theories of proximity
- Theories of coevolution

#### Sources:

Monge, P. R. & Contractor, N. S. (2003). Theories of Communication Networks. New York: Oxford University Press.

Contractor, N. S., Wasserman, S. & Faust, K. (in press). Testing multi-theoretical multilevel hypotheses about organizational networks: An analytic framework and empirical example. Academy of Management Review.

## SONIC Projects Investigating Social Drivers for Online Communities

#### **Science Applications**

CLEANER: Collaborative Large Engineering & Analysis Network for Environmental Research (NSF)

CP2R: Collaboration for Preparedness,

**Response & Recovery** 

TSEEN: Tobacco Surveillance Evaluation & Epidemiology Network (NSF, NIH, CDC)

#### **Business Applications**

PackEdge Community of Practice (P&G)

Vodafone-Ericsson "Club" for virtual supply chain management (Vodafone)

Core Research
Social Drivers for
Creating and Sustaining
Online Communities

### **Societal Justice Applications**

Cultural & Networks Assets
In Immigrant
Communities (Rockefeller Program on
Culture & Creativity)

Economic Resilience NGO
Community (Rockefeller Program Working
Communities

#### **Entertainment Applications**

World of Warcraft (NSF)

Everquest (NSF, Sony Online Entertainment)

# Social Drivers: Why do we create and sustain online communities?

- Theories of selfinterest
- Theories of social and resource exchange
- Theories of mutual interest and collective action

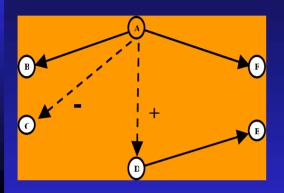
- Theories of contagion
- Theories of balance
- Theories of homophily
- Theories of proximity
- Theories of coevolution

#### Sources:

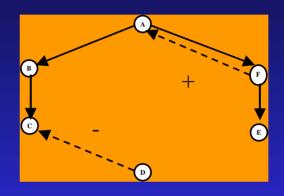
Contractor, N. S., Wasserman, S. & Faust, K. (in press). Testing multi-theoretical multilevel hypotheses about organizational networks: An analytic framework and empirical example. *Academy of Management Review*.

Monge, P. R. & Contractor, N. S. (2003). *Theories of Communication Networks*. New York: Oxford University Press.

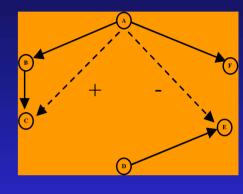
## "Structural signatures" of Social Drivers



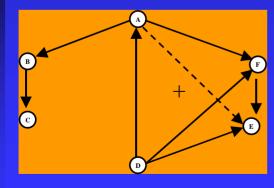
Theories of Self interest



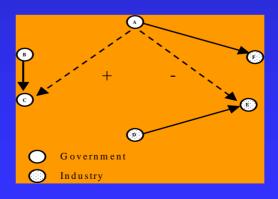
Theories of Exchange



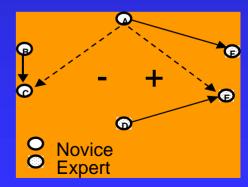
Theories of Balance



**Theories of Collective Action** 



Theories of Homophily



Theories of cognition

# A contextual "meta-theory" of social drivers for creating and sustaining online communities

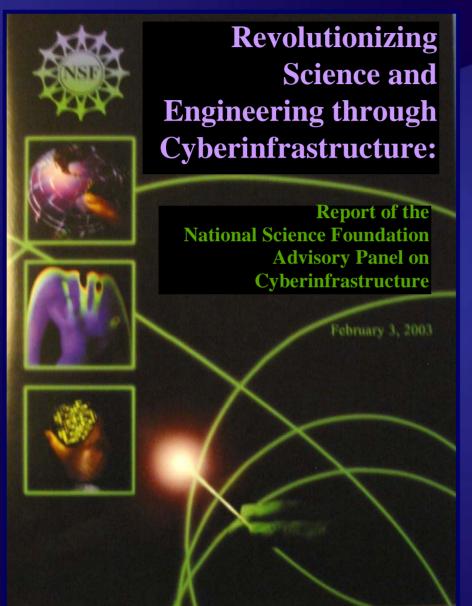
	Exploring	Exploiting	Mobilizing	Bonding	Swarming
Theories of Self-Interest	+				
Theories of Collective Action		+	+		+
Theories of Cognition	+	+			+
Theories of Balance			+	+	
Theories of Exchange		+		+	
Theories of Contagion	+		+		
Theories of Homophily				+	
Theories of Proximity				+	+

Challenges of empirically testing, extending, and exploring theories about online communities ... until now

## Enter: Cyberinfrastructure & Web 2.0

- Cyberinfrastructure and Web 2.0 are doing for creating and sustaining community what the Web browser did for retrieving information from the Internet.
- Cyberinfrastructure and Web 2.0 are doing for studying the *creating and sustaining community* what the Web browser did for studying the *retrieving information* (e.g., "click stream") from the Internet.

## The Atkins Report



Daniel E. Atkins, Chair, University of Michigan Kelvin K. Droegemeier, University of Oklahoma Stuart I. Feldman, IBM Hector Garcia-Molina, Stanford University Michael L. Klein, University of Pennsylvania David G. Messerschmitt, University of California at Berkeley Paul Messina, California Institute of Technology Jeremiah P. Ostriker, Princeton University Margaret H. Wright, New York University

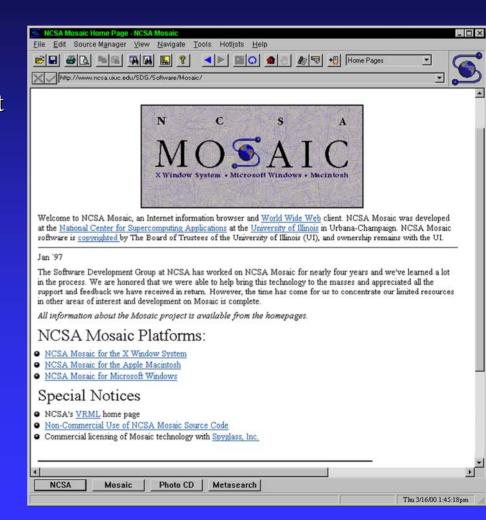
## From Mosaic to Cyberinfrastructure

#### Mosaic

- ◆ By early 1990s, the internet had a wealth of resources, but they were inaccessible to most people
- ♦ Mosaic facilitated the access of the Internet by all

#### Cyberinfrastructure

◆ Cyberinfrastructure will facilitate the seamless and interconnected use of all the digital resources on the Internet (datasets, documents, sensors, analytics, computing, and communication)



## Science and Engineering Cyberinfrastructures











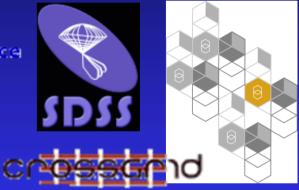




**TERAGRID** 



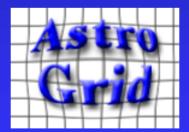






the globus project



















iVDGL

## **CLEANER Cybercommunity**

Collaborative
Large-Scale
Engineering
Analysis
Network for
Environmental
Research



The first cybercommunity implementing CI-KNOW

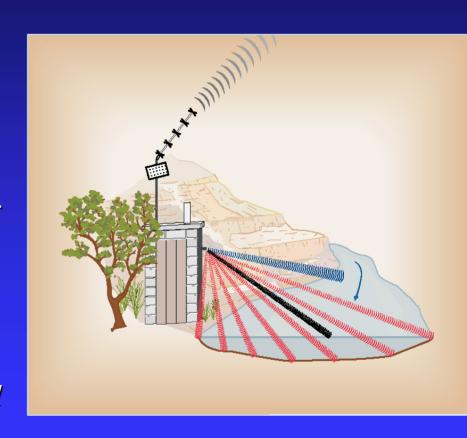
http://cleaner.ncsa.uiuc.edu/





## CLEANER Grand Challenge

- 1. How do we detect and predict waterborne hazards in real time?
- 2. How do we predict the effects of human activities on the quantity, distribution, and quality of water?
- 3. How do we improve water cycle engineering management strategies to provide water quantity and quality to sustain humans and ecosystems?



## Enabling Environmental Engineering Communities with Cyberinfrastructure

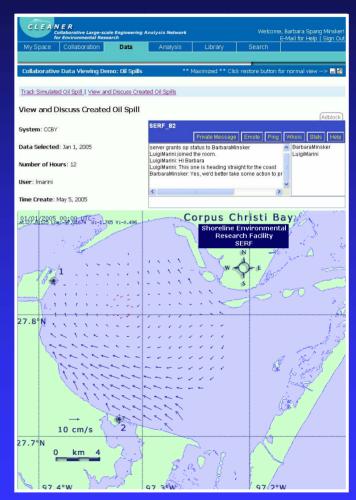
#### CLEANER

Collaborative Large-scale Engineering

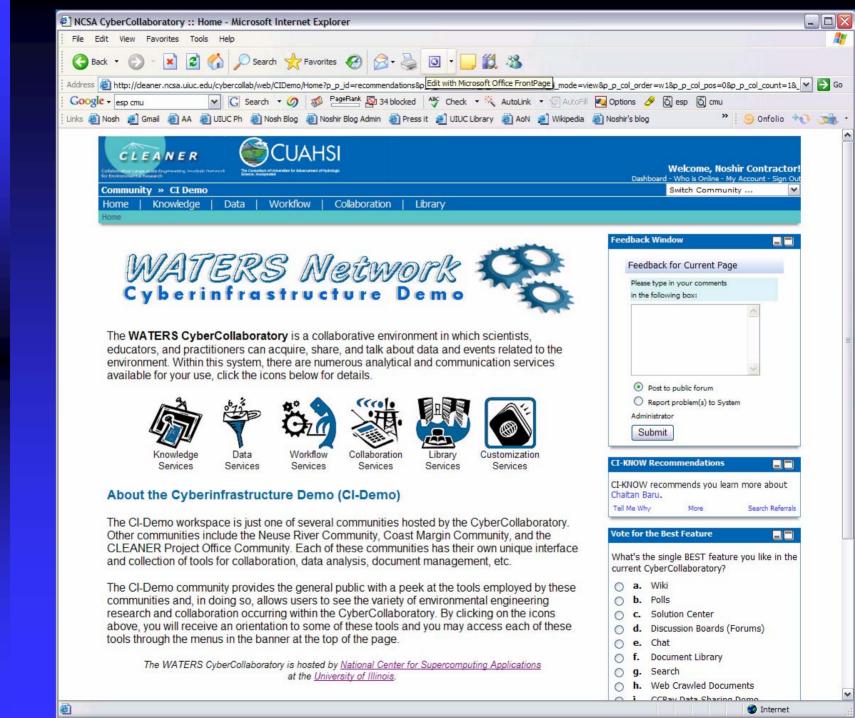
Analysis Network for Environmental

Research

- Human-dominated, complex environmental systems, e.g.,
  - River basins
  - Coastal margins
- ♦ What researchers requested:
  - Access to "live" and archived sensor data
  - <u>Customized network referrals to people, documents, datasets</u>
  - Analyze, visualize and compare data
  - Organize, automate and share cyber-research processes

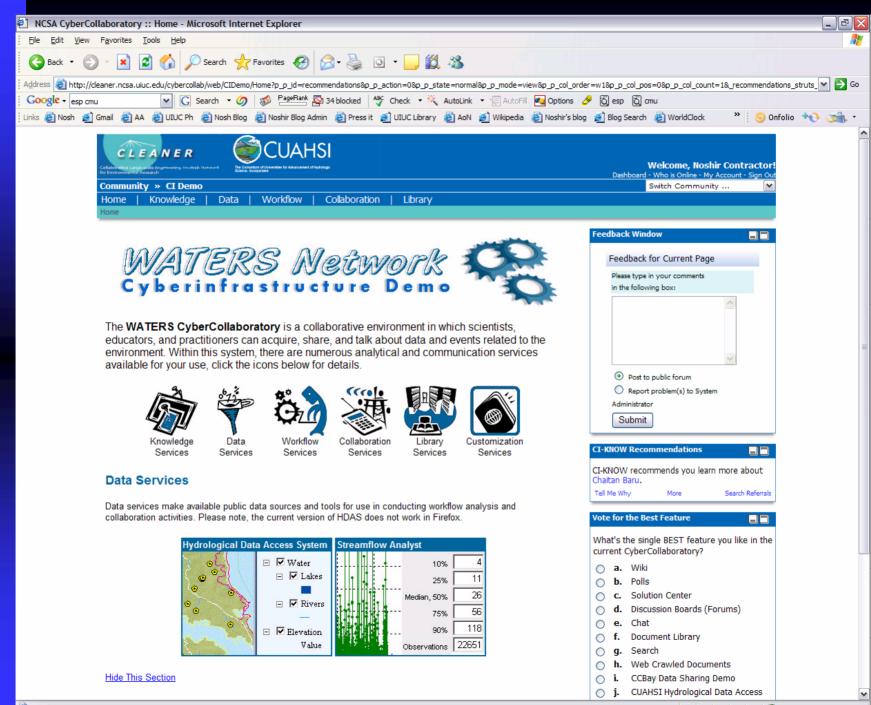


Users can simultaneously view and discuss data and analyses





æ

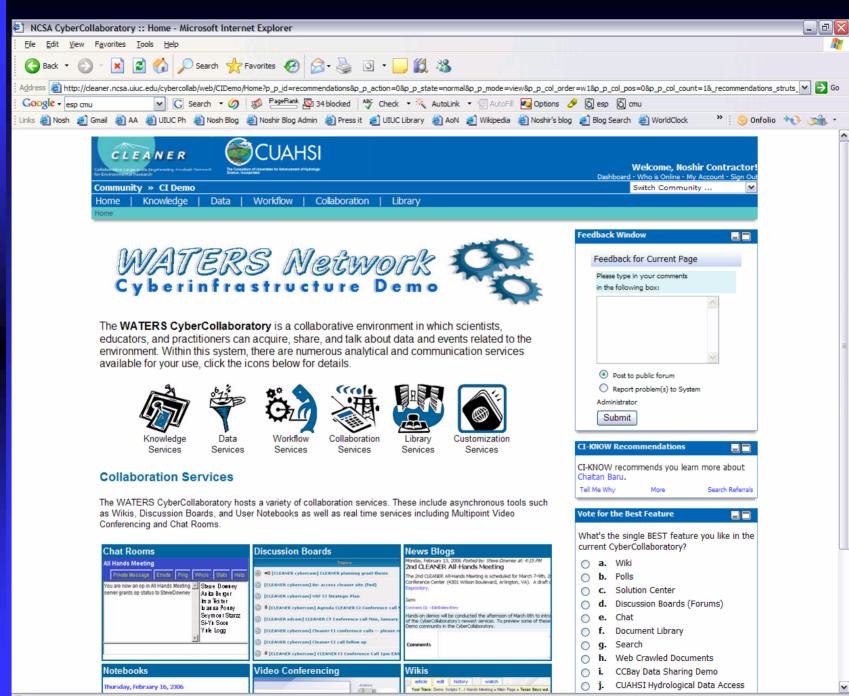


e

Internet



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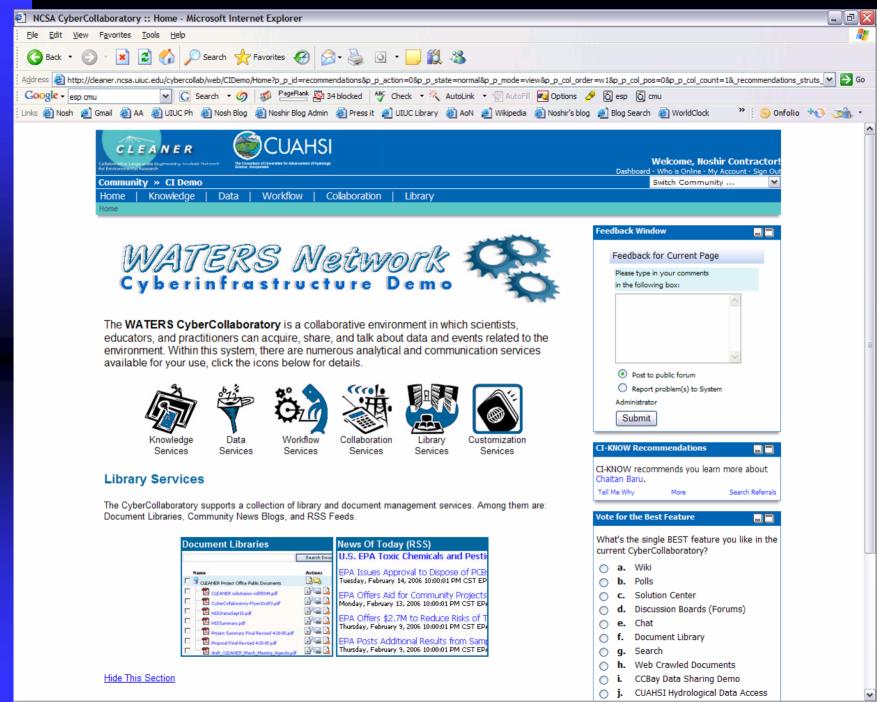


Click here to begin

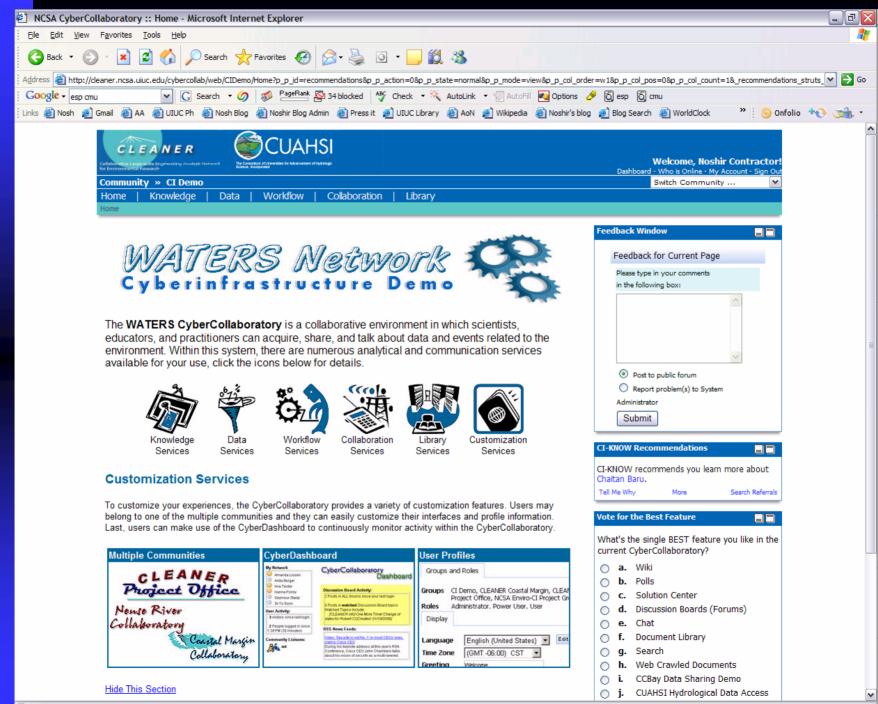
Internet



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## Logo 2.0



## Its all about "Relational Metadata"

- Technologies that "capture" communities' relational meta-data (Pingback and trackback in interblog networks, blogrolls, data provenance)
- Technologies to "tag" communities' relational metadata (from Dublin Core taxonomies to folksonomies ('wisdom of crowds') like
  - ◆ Tagging pictures (Flickr)
  - ◆ Social bookmarking (del.icio.us, LookupThis, BlinkList,
  - Social citations (CiteULike.org)
  - Social libraries (discogs.com, LibraryThing.com)
  - Social shopping (SwagRoll, Kaboodle, thethingsiwant.com)
  - Social networks (FOAF, XFN, MySpace, Facebook)
- Technologies to "*manifest*" communities' relational metadata (Tagclouds, Recommender systems, Rating/Reputation systems, ISI's HistCite, Network Visualization systems)

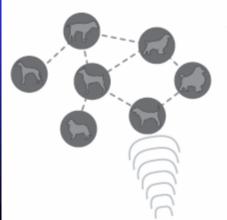
Multidimensional Networks in CI (Cyberinfrastructure) Multiple Types of Nodes and Multiple Types of Relationships





## Are we CI-Ready?

## Social "Petworking" – Reported in Wired, April 11, 2005



#### SNIF: Social Networking in Fur

Group: Noah Fields, Jonathan Gips, Philip Liang, Arnaud Pilpré

#### What

We present a system that allows pet owners to interact through their pets' social networks. Inexpensive. unobtrusive hardware can be affixed to pet collars and paraphernalia in order to augment pet-to-pet, pet-to-owner, and owner-to-owner interactions. SNIF devices aggregate pertinent environmental social and individual information that can be broadcast or addressed to other participating community members.

#### Why

Pets already function as social devices. Walking a dog in the park can lead to conversations that one might not otherwise have. Pets function as active icebreakers that will go up to anyone without any notion of social inhibition. Furthermore, pet-owners love buying products for their pets: sweaters, leashes, collars, toys, dishes, and beds. These items provide a set of rich interactions that can be brought into the digital world.

#### How

The SNIF starter kit includes a leash and collar as well as membership in the online community.

SNIF collars contain an LED display, an IR transceiver, and various sensors such as accelerometers and digital thermometers. They function as output devices that display personalized "collar tones" when the pet comes in proximity to another pet. They serve as input devices that sense activity levels, microclimate conditions, and other pets' presence.

The SNIF leash contains a two-way RF device, such as the Ambient Devices platform, and serves multiple purposes in the SNIF system. When attached to a

pet's collar, it can upload information from the collar to the SNIF servers. When disconnected, the leash functions as an ambient device that displays real-time information, which is streamed from the SNIF servers, relevant to the pet and pet owner. For example, the leash displays the "collar tones" of frequently encountered pets that are going out for a walk. It may also give an indication of the general pet-walking index.

The online community portion of SNIF allows pet-owners to set privacy preferences, communicate with other pet owners, arrange pet outings, and customize the ambient information that their SNIF leashes display.

#### 1. leash up

3.sniff

his collar.



By connecting the leash to the collar, you signal the network that you are about to head out to play.

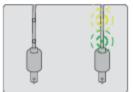
When you discover another dog, your

collar displays a unique segumence of

tones. Your friend's collar tones flash on

flashing lights, these are your collar

2. walk

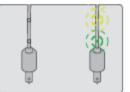


While you are on your walk, your collar,

keeps an eye out for your pals.

When you are back at your house, you can keep an eye on your companions. When one of your pals goes out to play, their collar tones are displayed on your

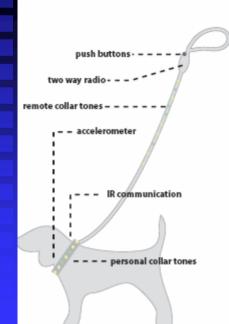
#### 4.friend!



#### Extensions

Pet toys that serve as tangible interfaces for the pet. Degrees of separation between pets that changes as they interact. Remote monitoring of pet's activity. Local RF detection to display degrees of separation from the other pets in the vicinity.









## online ta-data











Using Chats, Forum





Downloading **Presentations** 





User activity logs related to cyberinfrastructure

Organizational

Websites **Project Websites Patent Databases** 



Network eferrals

**Vetwork** agnostics

UTPUTS

## Algorithms to

Whorinfrastructi

generate Network Referrals

- 2. Algorithms to create Network Maps
- 3. Algorithms to compute Network **Diagnostics**

## CI-KNOW: Harvesting the online community's relational meta-data

Cybercommunity Resources

Cyberinfrastructure
Use

External Resources

**INPUTS** 

## Generating

- 1. Who to contact for what topic
- 2. What tools to use
- What nodes are important for what relations
- 2. The amount of scanning, absorption, diffusion, robustness, vulnerability in a network

Network Maps

Network Referrals

Network Diagnostics

**OUTPUTS** 

# CI-KNOW: Harvesting the online community's relational meta-data

Cybercommunity Resources

Cyberinfrastructure
Use

External Resources

**INPUTS** 

## Generating a Multi-

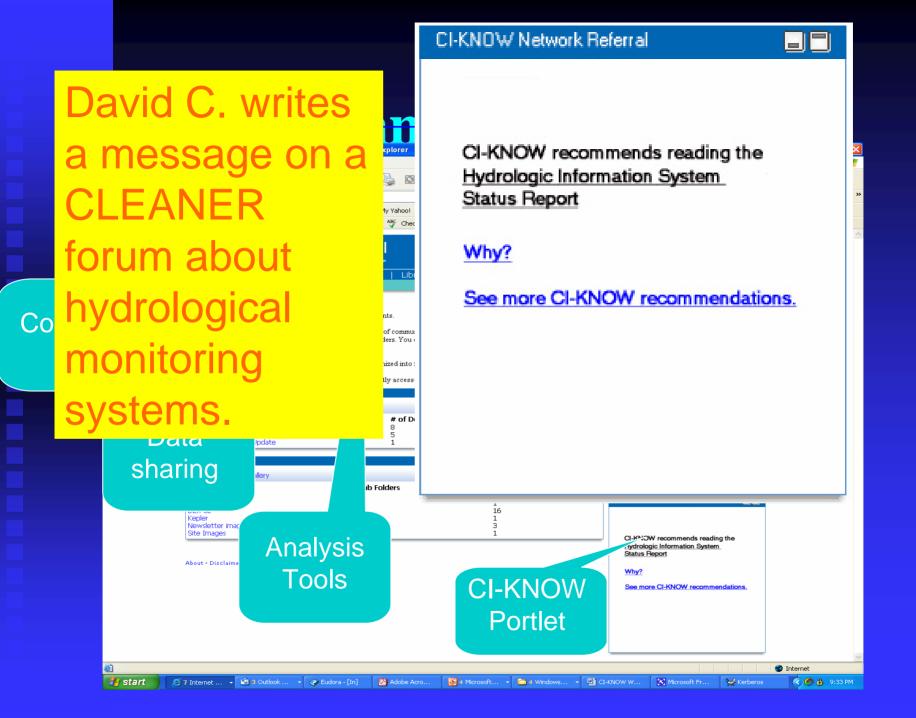
- Who to contact for what topic
- 2. What tools to use
- What nodes are important for what relations
- 2. The amount of scanning, absorption, diffusion, robustness, vulnerability in a network

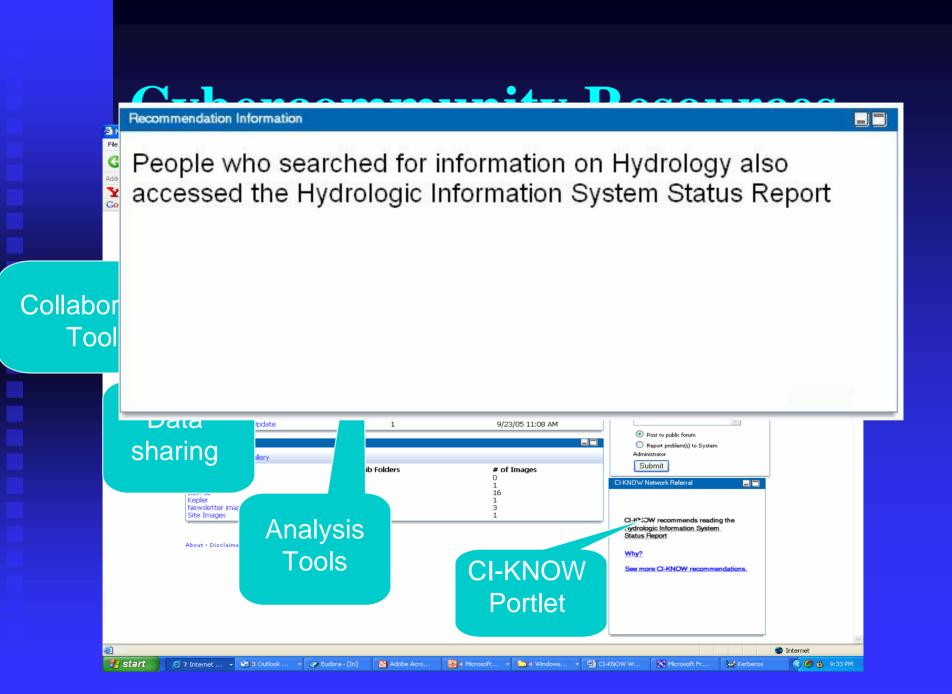
Network Maps

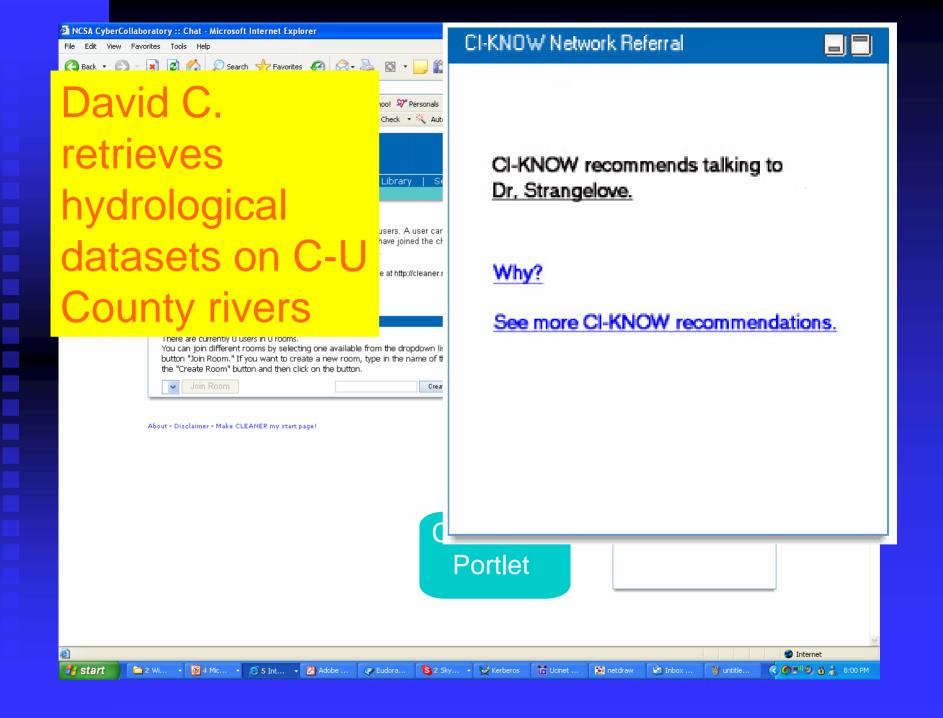
Network Referrals

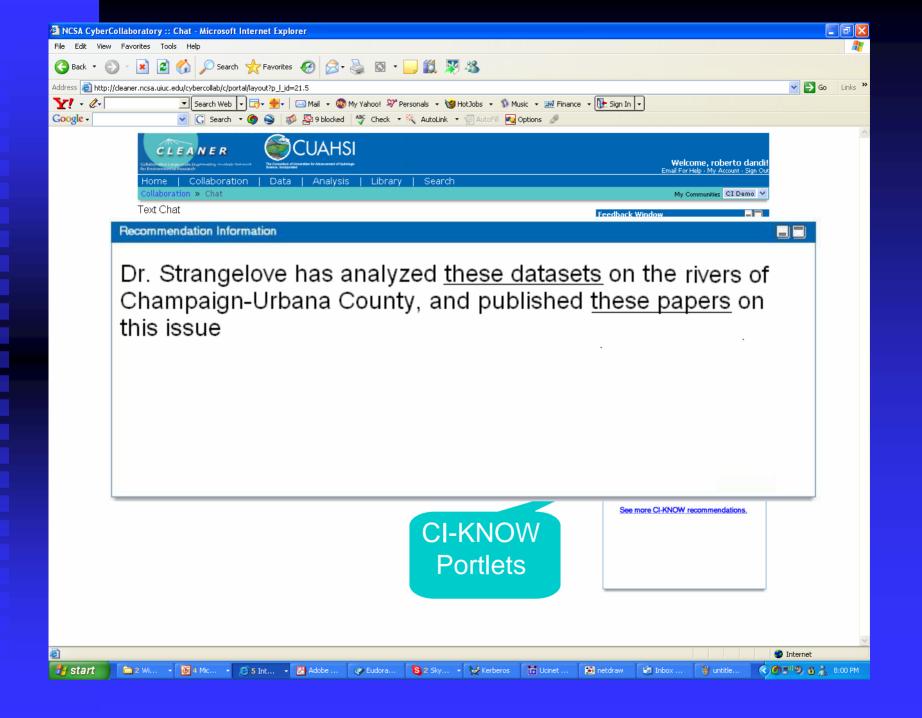
Network Diagnostics

**OUTPUTS** 









### SONIC Projects on Enabling Communities with Cyberinfrastructure

#### **Science Applications**

CLEANER: Collaborative Large Engineering & Analysis Network for Environmental Research (NSF)

CP2R: Collaboration for Preparedness,

**Response & Recovery** 

TSEEN: Tobacco Surveillance Evaluation & Epidemiology Network (NSF, NIH, CDC)

#### **Business Applications**

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#### **Societal Justice Applications**

Cultural & Networks Assets
In Immigrant
Communities (Rockefeller Program on
Culture & Creativity)

Economic Resilience NGO
Community (Rockefeller Program Working
Communities

#### **Entertainment Applications**

World of Warcraft (NSF)

Everquest (NSF, Sony Online Entertainment)

## Tobacco Surveillance, Epidemiology, and Evaluation Network (TSEEN)

- National Cancer Institute
- Center for Disease Control's National Center for Health Statistics (NCHS),
- Center for Disease Control's Office of Smoking and Health (OSH),
- Agency for Healthcare Research and Quality (AHRQ),
- National Library of Medicine (NLM) and
- Non-government agencies such as the American Legacy Foundation.



## TSEEN Network Referral System

- Low-tar cigarettes cause more cancer than regular cigarettes ...
- A pressing need for systems that will help the TSEEN members effectively connect with other individuals, data sets, analytic tools, instruments, sensors, documents, related to key concepts and issues



Network Map: Example based on prototype developed for Tobacco Surveillance Evaluation & Epidemiology Community

# **CP2R: ICT Support in Emergency Management Networks**



Drawing Analogies from Natural Systems



## Natural Communities: Ants & Honey Bees



**ENTOMOLOGY:** Learning from natural robust societies.

Successful systems (evolution time)

Ant - based models have successfully been applied to solve optimization [Dorigo, 1996; Botee, 1999] and networking [Bonabeau, 2000] problems, among others.

Bees' setting and objectives in foraging [Seeley, et al. 1991] resembles disaster relief response scenario (collective decision-making).



### **Problem: Information Overload**

Hundreds or Thousands of first responders operate sharing couple of voice channels (radio, cell-phones)

[Domel, 2001]



http://www.hollandsentinel.com/images/031503/Borculofire4.jpg

■ If technology provides a mean to enhance delivery and media of information, we envision this problem would increase



### **Information Overload: Ants**

Analogy (Ants' alarm propagation)

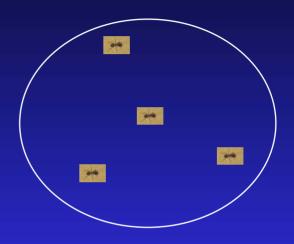
Division of Labor; each ant "has" a threshold for each stimulus (pheromone).

When stimulus is greater than threshold the ant will be on "alarm" mode.

Centels ants detects a hazard and release "alarm" pheromone (volatile).

Each pheromone release will last for a limited time; seconds or minutes.

The heterogeneous response to alarm pheromone avoids all ants react immediately (good or bad?).



#### Idea:

Actors will propagate information received only if the stimulus, i.e., "quality of information", is greater than his/her threshold for that type of information.

Avoiding cascading effect; controlling information overload.





## Natural Communities: Honey Bees

At hive unloading At hive unloading nectar from B nectar from A  $(H_B)$  $(H_{\Delta})$ Honey Bees (Apis melifera) Foraging Model [Seeley, 1991] p1 p7 **E**a  $f_xA$  $f_xB$ 1-f<sub>x</sub>A 1-f<sub>v</sub>B Following  $f_dA(1-f_AA)$ other dances  $f_d B(1-f_v B)$ (F) Dancing for B Dancing for A  $(D_A)$  $(D_B)$  $(1-f_dA)(1-f_xA)$  $(1-f_dB)(1-f_vB)$ p4 p2 p6<sup>1</sup> The system evaluates ALL the information, though individuals f, B evaluate only partial Foraging at nectar Foraging at nectar information source A source B (A) (B)

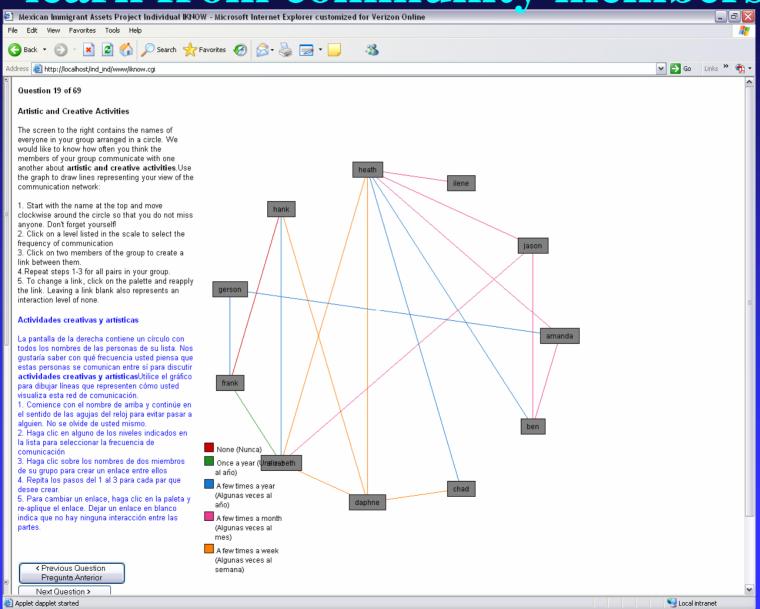
# Mexican Immigrant Community Project Objectives

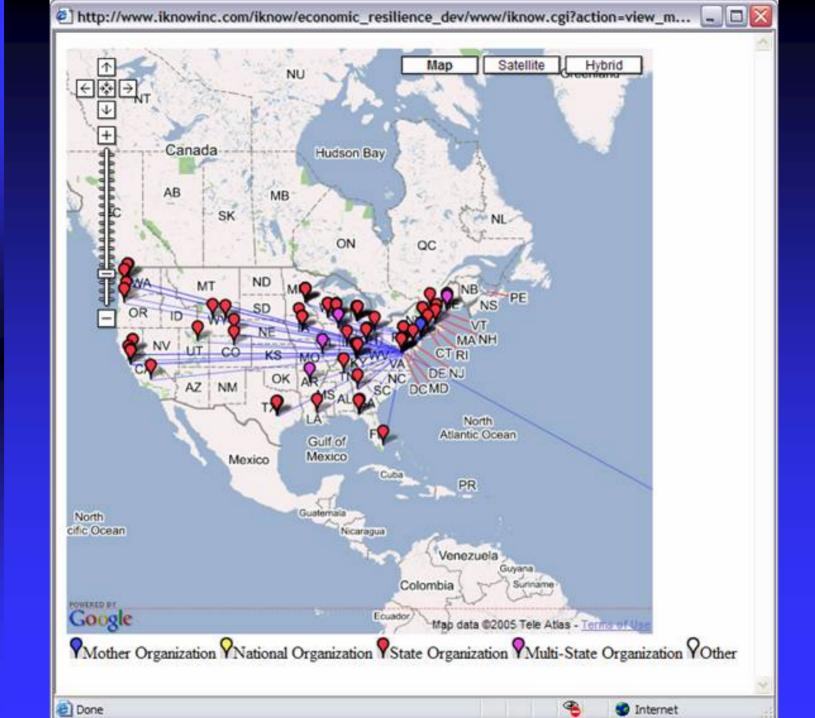
- **Identify** cultural, artistic, and networking capacities and assets of post-NAFTA Mexican immigrant community.
- Analyze how these capacities buffer challenges or obstacles faced by migrants as they traverse the transnational landscape.
- **Investigate** how cultural knowledge is distributed throughout transnational migrant community
- Understand new forms, new applications of existing forms, and emerging hybrids to explore community formation, community building strategies, and creative potential of migrants.



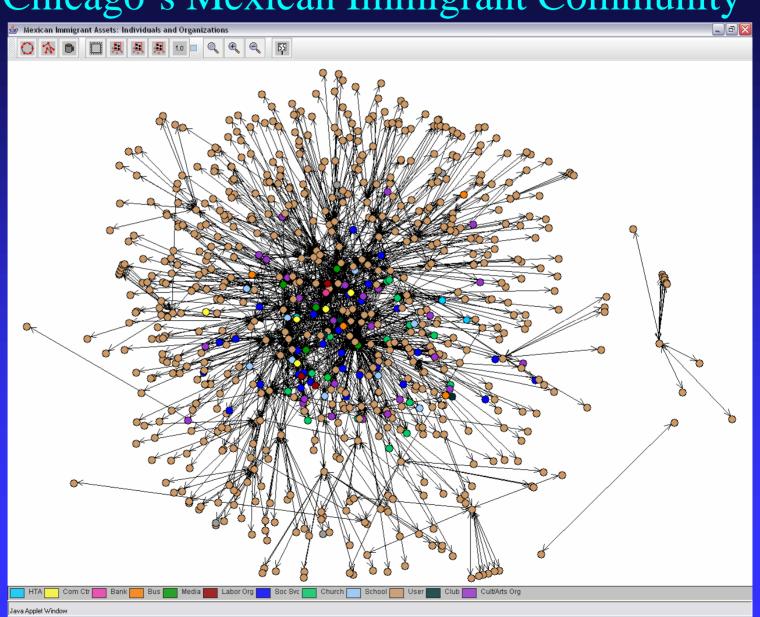


# Ethnographers use Tablet PCs to learn from community members

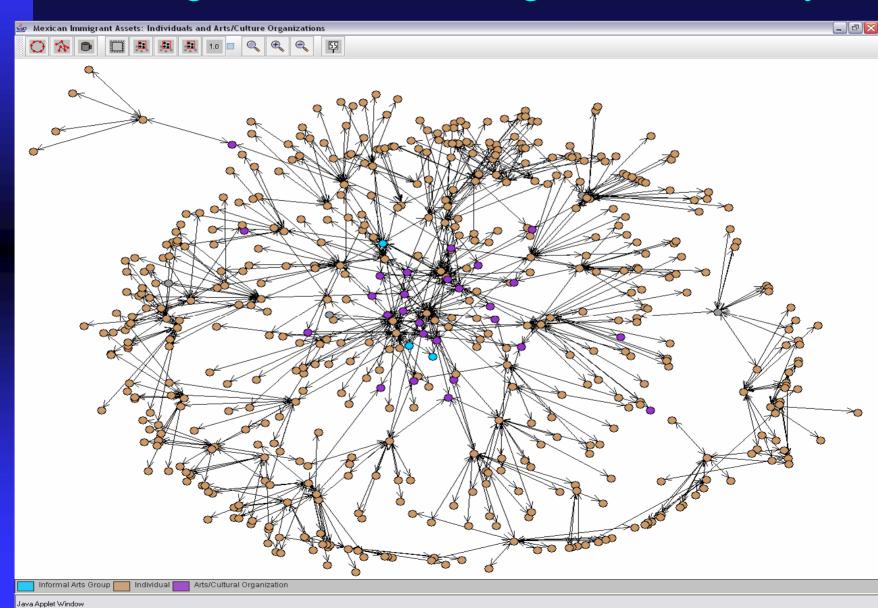




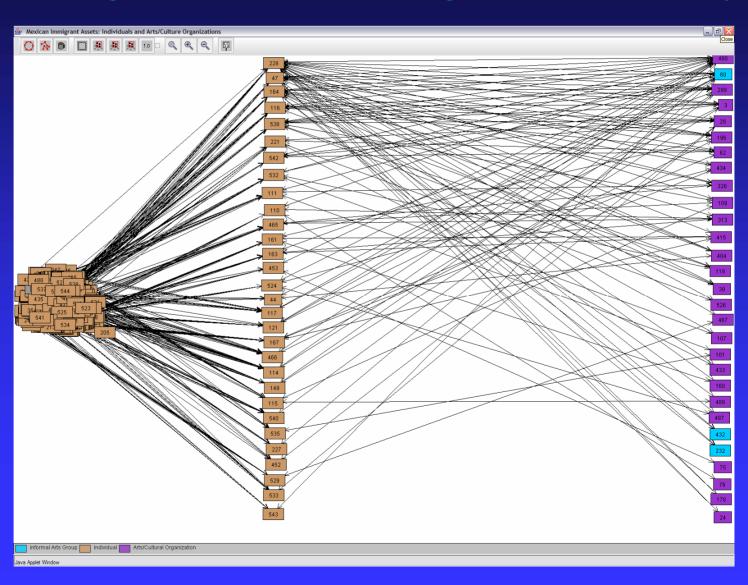
## Mapping Cultural & Network Assets in Chicago's Mexican Immigrant Community



## Mapping Arts and Culture Activities in Chicago's Mexican Immigrant Community



## Re-Mapping Arts and Culture Activities in Chicago's Mexican Immigrant Community







Choose a language:

#### **NEWS**

#### ACCOUNT GAME INFO

- Introduction
- Features
- Races
- Classes
- Professions
- New Players
- Game Guide
- Reputations
- Battlegrounds
- Previous Patohes
- In Development

#### INTERACTIVE

- PvP Rankings
- Talent Calculators
- Raid Calendar
- World Map
- PvP Mini Site War Effort Ranking

#### COMMUNITY =

- Complete List
- Forume
- Contests
- In-Game Events
- Real-Life Events
- Wallpapers
- Fan Art
- Soreenshots
- Spotlight

#### **FORUMS**

- Complete List
- Realm Status
- Technical Support
- Realm Forume
- General
- Suggestions
- PvP Disoussion
- Guild Recruitment
- Classes
- Professions
- Quests
- Role-Playing
- UI & Maoros
- Code of Conduct



Complete List









#### Under Development Page Update - Evonix on 1/31/06

The Under Development page has just been updated to include some of the cool new features coming in the next content patch, including weather effects! Check it out here.

#### The Burning Crusade Preview: Karazhan (Medivh's Tower) - Blaze on 1/31/06

Development on the first ever World of Warcraft expansion -The Burning Crusade - continues at a feverish pace, and the dev team has released its first information on one of the new dungeons for the expansion. In this new preview you see screen shots of Karazhan - the tower of the fabled guardian Medivh - as well as background lore providing the first shadowed hints into the terrible dangers and mysteries that await adventurers:

Between Duskwood and the Swamp of Sorrows lies the desolate region of Deadwind Pass, where jagged, brooding spires of granite loom over petrified, lifeless forests. As its name suggests, it is a land devoid of life.

But it was not always so...

Medivh, the Last Guardian, made his home in Deadwind, in the bright tower of Karazhan. Though he was the







- Sign Up Now!
- What is World of W
- Current Patch Note
- Join the Blizzard Te



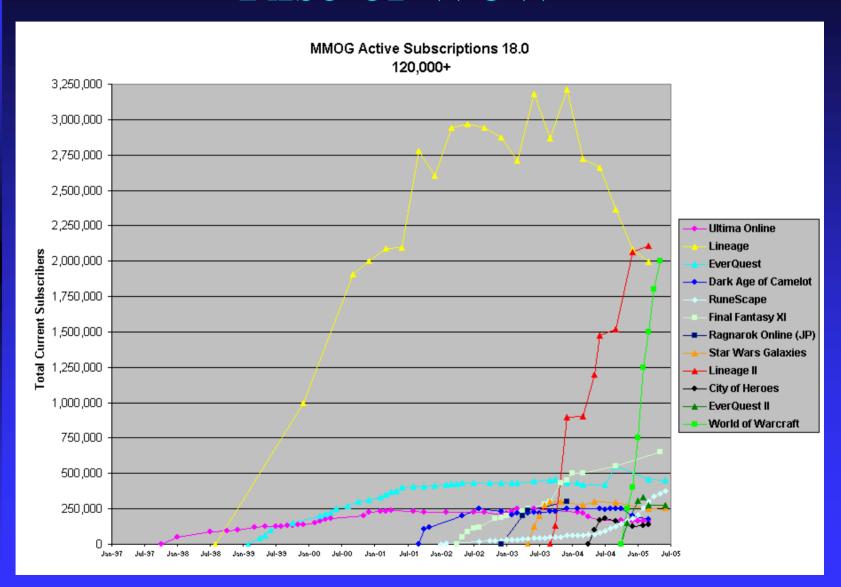




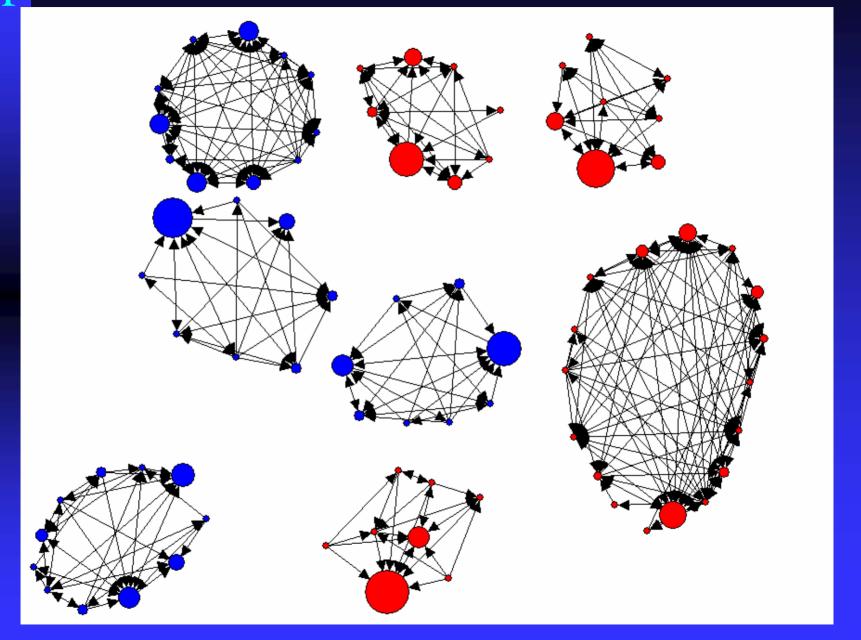


Submit your screenshots

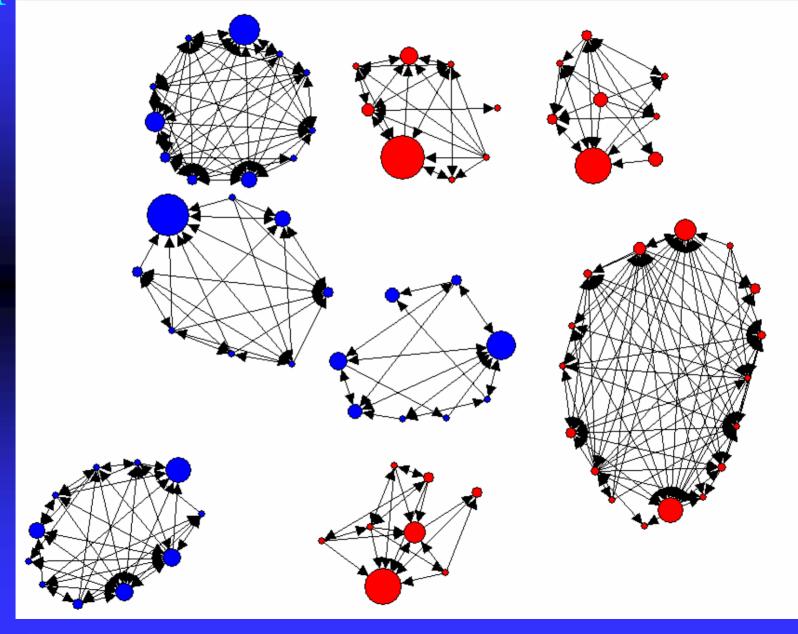
## Rise of WoW



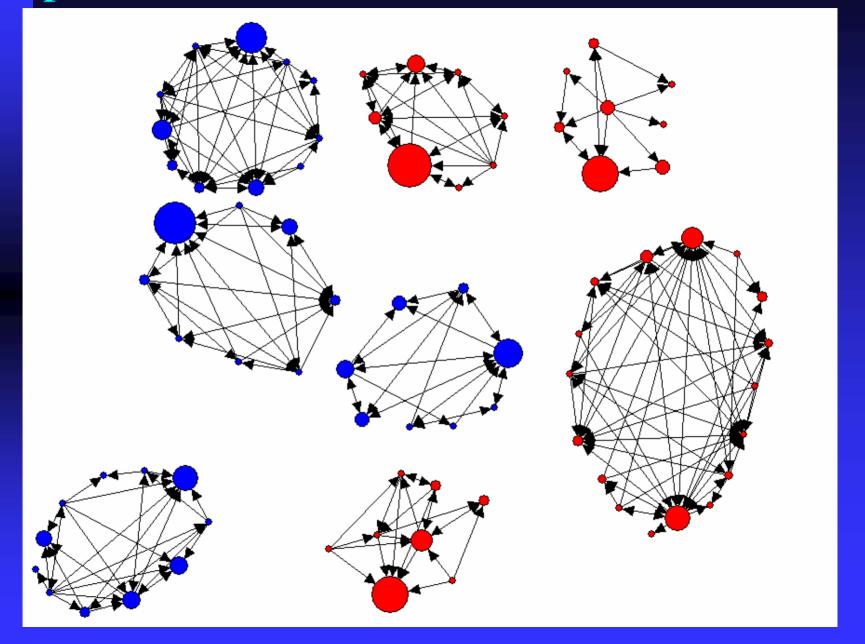
## Expertise/Information Retrieval Time One



## Expertise/Information Retrieval Time Two



## Expertise/Information Retrieval Time Three



## Contextualizing Goals of Online Communities

	Exploring	Exploiting	Mobilizing	Bonding	Swarming
Emergency Response Community		+	+		+
WoW Gaming Community		+		+	+
Mexican Immigrant Community		+		+	
PackEdge Communities of Practice	+		+	+	
Economic Resilience NGO Community	+				+
Tobacco Surveillance, Evaluation & Epidemiology Community	+		+		
Environmental Engineering Community	+	+	+		

### Mapping Goals to Theories: WoW Gaming Community

Exploitation - Collective Action, Cognition, Exchange Bonding - Balance, Exchange, Homophily, Proximity Swarming - Collective Action, Cognition, Proximity

	Exploring	Exploiting	Mobilizing	Bonding	Swarming
Emergency Response Community		+	+		+
WoW Gaming Community		+		+	+
Mexican Immigrant  Community		+		+	
PackEdge Communities of Practice	+		+	+	
Economic Resilience NGO Community	+				+
Tobacco Surveillance, Evaluation & Epidemiology Community	+		+		
Environmental Engineering Community	+	+	+		

	Exploring	Exploiting	Mobilizing	Bonding	Swarming
Theories of Self-Interest	+				
Theories of Collective Action		+	+		+
Theories of Cognition	+	+			+
Theories of Balance			+	+	
Theories of Exchange		+		+	
Theories of Contagion	+		+		
Theories of Homophily				+	
Theories of Proximity				+	+

## Unraveling the "Structural Signatures"

- Incentive for creating a WoW link with someone
- = -1.55 (cost of creating a link) [Self-interest]
  - + 0.55 (benefit of reciprocating) [Exchange]
  - + 0.89 (benefit for being a friend of a friend)

### [Balance]

+ 0.04 (benefit of connecting to an expert)

## [Cognition]

## Summary

- Our early forays into online communities demonstrate a deep desire and success in leveraging technologies to extend human sociability.
- Recent advances in the development of cyberinfrastructure provide the technological capability to leverage the relational metadata needed to more effectively create and sustain online communities.
- Communication scholars are well poised to theorize, research educate, and engage with the formation and impacts of these online communities.



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## **Economic Resilience NGO community**

